

GAMEBOY ADVANCE<sup>®</sup>

AGB-AZSE-USA



**GEM**  
**SMASHERS**™

Instruction Booklet



Metro3D



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

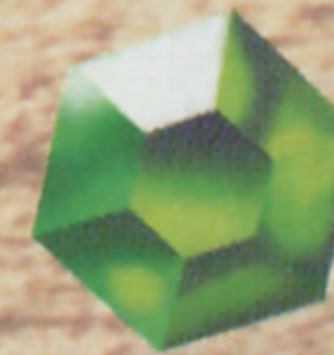
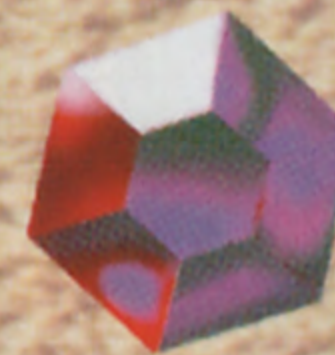
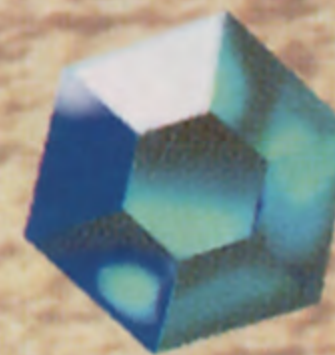
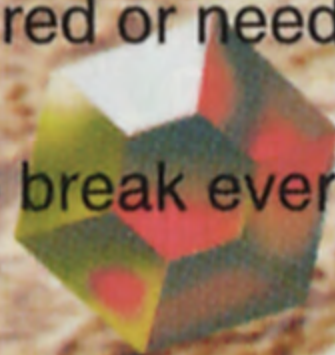
**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.





## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



# Table of Contents

Table of Contents.....	3
Many Ages Ago.....	4
Getting Started.....	6
Controls.....	13
Saving.....	14
Our Heroes.....	16
Items and Bonuses.....	18
Credits.....	25
Notes.....	27
Warranty.....	28



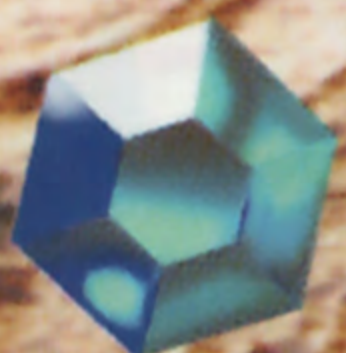


# Many Ages Ago...

More than 12 million years ago, the earth was populated by prehistoric beings that lived in harmony and peace and respected all races. Each lived in a different habitat, cultivated their traditions and maintained hospitality for centuries.

Unfortunately, as is bound to happen in any enchanted story, someone from deepest space found out about this fantastic planet.

The fearsome scientist IMBU, intent to conquer unknown and blooming planets as a source of new energies to be given to his own civilization, came to earth along with his henchmen to capture all the inhabitants and lock them up in crystal cells to examine them





and try to understand the origin of their powers.

Miraculously, three creatures escaped. BAU, BAM and BOM became Gem Smashers, travelling the world to spring, spin, and smash the crystal cells where their friends are imprisoned. It's up to you to help our little heroes survive!



Use their magic energy which makes them change colors; it is only possible for them to break down the gems and free their friends if they are the same color as the gem.

Smash the gems, crack the puzzle, it's that simple!





# Getting Started

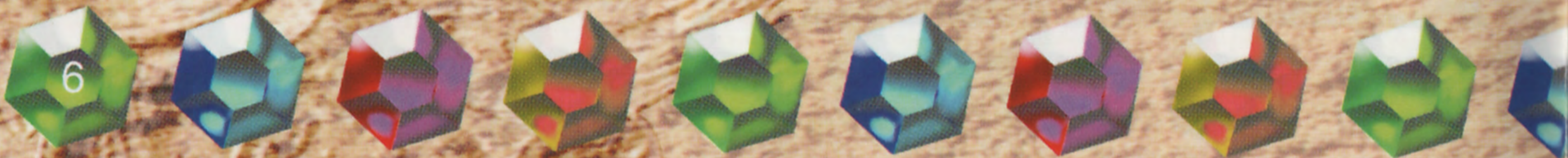
From the Gem Smashers™ Main Menu screen, you have many options. Use the Control Pad to highlight a selection. Then press START or the A Button to select an option. Press the B Button to cancel your selection.



## Arcade Mode

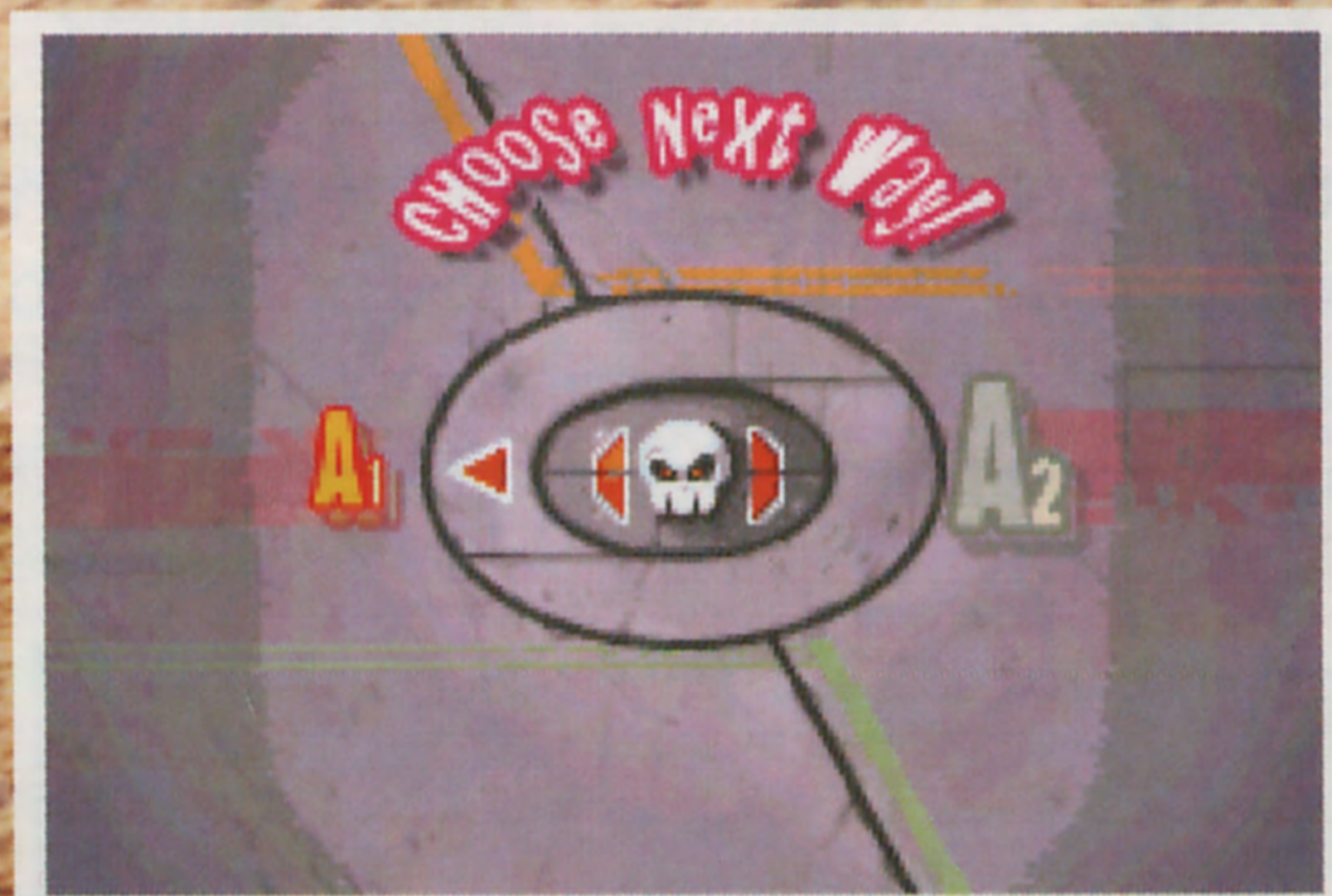
The Arcade Mode is a fast game with different tactics compared to the Story Mode. You must complete the level before the time expires. Choose the character you want to use by pressing the Control Pad Left or Right to highlight the character,

## Main Menu





then select the character by pressing the A Button. Each of the three beings has different features such as speed, size, bounce and rotation (side shift). By using a different character you can find different game methodologies and techniques. During the game you can make special combos by breaking more than three gems of the same color and gain extra points!



Here you will find three bonuses and schemes not present in the Story mode and, if you complete the mode, you'll discover more about our three heroes' adventure.





# Story Mode

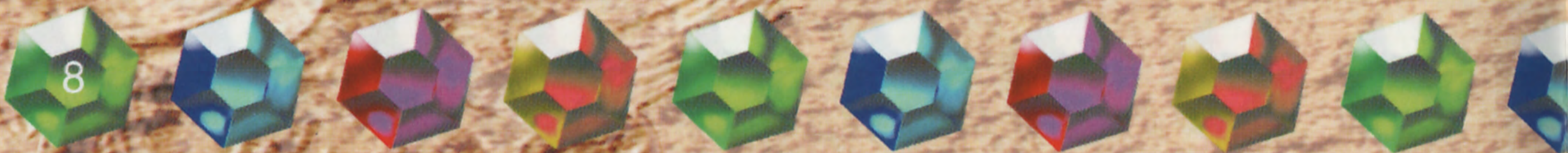
After the intro, select one of the three characters you want to use from the menu by pressing the Control Pad Left or Right to highlight a character then press the A Button to select that character.

As in Arcade Mode, each character has different abilities.



Once you have chosen your character you will find yourself in a broad map representing BAU, BAM and BOM's world. In the Story Mode you must complete all the Zones inside the entire world until you reach IMBU's spacecraft. You will go through islands, deserts, swamps and deep seas, allowing you to admire more and more fascinating scenes.

Each one of the three characters starts from a different place in the world. You can





move along the map through the different Levels of the same Zone by pressing the Control Pad Left or Right to highlight an Area then press the A Button to select that Area. Release all your friends and find the exit.

Colored dots indicate the Levels; when a Level has been cleared the dot will turn black and be broken. Before entering a new Level your character tells you how many Levels you will have to face and he asks if you want to face them immediately or later.

Once you have cleared all the Levels you will be able to reach the final part where the guard of the Zone (marked with the Death Skull) is waiting for you. When this Zone is cleared new streets will be opened in the map to go along other surrounding Zones until you can travel throughout the entire world.

The Story Mode is the longest and most involving in the game, therefore it is possible to save your position. Find more on saving on page 14.

It is possible to complete the Story Mode in two different ways: reach the end with one character to get that character's ending; or finish the game with all three characters to get the complete ending.





# Story Mode (continued)

Tips: Don't allow time to expire otherwise the Death Skull will come to life and will take you out!

Also, watch the level, as in Story Mode there are many Bonuses (different from ones in Arcade) like scores, barriers, bombs, level skips, lives and many others! You could also run into dimensional passages, which will let you visit distant and unexplored places!

## Vs. Battle Mode

In this mode you will battle a human player. You will need a Game Boy® Advance Game Link® Cable and 2 Game Boy® Advance systems. The game will automatically search for the 2nd Game Boy® Advance. Once protocol has been established, select a character in the same manner as Arcade Mode. The objective is to set the largest number of beings free within the prearranged time.





# Special Mode

This is a Secret Room that is empty until you complete Story and Arcade Modes. You'll only find out what's in store if you play, play, play!

## Hi-Score

You can view your (saved) game record scores here from either Arcade or Story Modes, which are graphically represented by the character's icon, the player's name entered, the number of levels cleared and the score. Press the Control Pad Left or Right to select which mode you want to view and press the A Button to select it.





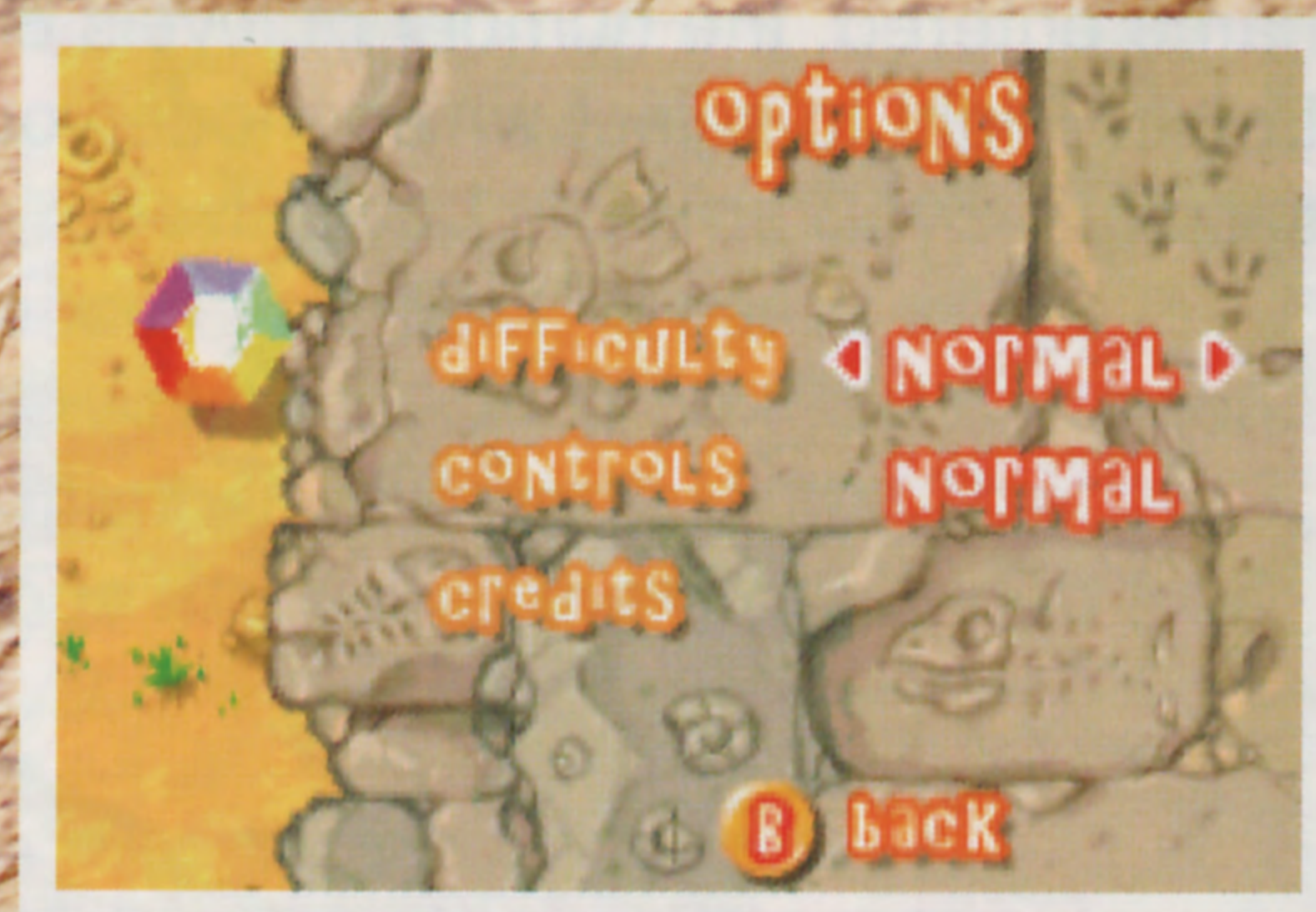
# Option Mode

From the Gem Smashers™ Main Menu, use the Control Pad to highlight Options and press the A Button to select the mode to adjust the following:

Difficulty: Choose your level of difficulty from Normal, Easy or Hard.

Controls: Adjust the configuration of your buttons. See more about controls on page 13.

Credits: See the names of the people who brought you Gem Smashers™





# Controls

The following shows the default controls for Gem Smashers™. If you wish to customize the settings to suit your requirements see Controls in the Options menu.

Control Pad Left or Right	Move spinning character left or right; Navigate menus
Control Pad Down	Move spinning character downward; Navigate menus
Control Pad Up	Move spinning character upward; Navigate menus
A Button	Speeds up spinning character; Select item in menus
B Button	Slows down spinning character; Cancels item in menus
L Button	Not used
R Button	In Story Mode map, makes character run fast between dots
START	Pause





# Saving

After the game's intro sequence, you'll see the screen that says "PRESS START." Press START and you come to the "Choose Save Slot!" screen. Use the Control Pad to highlight Slots. This allows you to select from 3 slots to save your game file for Story Mode and for Hi-Scores.



Use the Control Pad to highlight A, B or C and press the A Button to select a slot. When you select an empty slot you are asked to confirm your choice. Use the Control Pad to highlight "Yes" to use the save slot or "No" to choose one of the other available slots. Press the A Button to select your choice.

If you are not playing your first game and choose a slot containing a previous save, the game will ask you if you want to erase the file. Use the Control Pad to



highlight “Yes” or “No” then press the A Button to select your choice. Once you have chosen the slot where the game progress will be saved you will return to the Main Menu.

Every time you clear a Zone in Story Mode and a new Zone opens, you will find green dots on the map. If you stop on the green dots and press the A Button you will be able to save your current game.



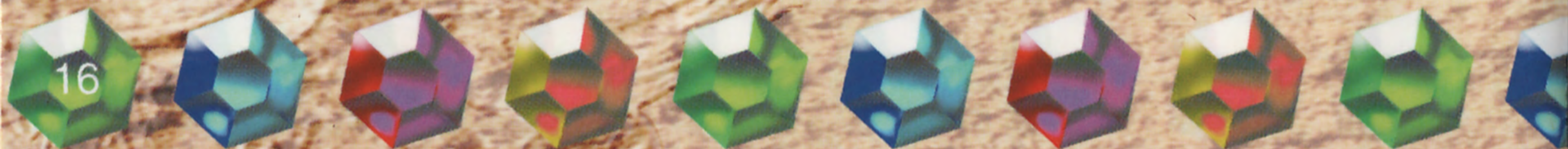


# Our Heroes

All the creatures on earth are called "Bamamo" and are born on Egg Island. They are born from similar eggs and are part of the same breed but they are not totally alike. Each Bamamo species adjusts itself to a different habitat.

Paguy find it particularly pleasant to live on the golden beaches of Egg Island, whereas Flippy move toward the sweet lakes of Green Hill a few days after their birth. Pinny, despite their appearance, adjust well to sub-marine life and generated an underwater settlement named Poseidonia.

Bamamo chose these areas to avoid getting caught in more inaccessible lands like deserts and swamps in the North. They are very lively and clever little beings! BAU, BAM and BOM were not captured by the menacing IMBU since right as IMBU imprisoned all the Bamamo, our three heroes were just getting out from their eggs and IMBU's ray miraculously missed them!







## **BAU.**

A Paguy with average abilities.



## **BAM.**

This Flippy is the strongest one, able to destroy the fragile blocks with just one stroke, but he is very slow.



## **BOM.**

A Pinny is the fastest but is not very strong, therefore he has to repeatedly strike the fragile blocks to destroy them.





# Items and Bonuses

Here you will find the description of the blocks in the game and bonuses. Those listed are only a small part of the blocks you will encounter. This list is intended to get you started on your adventure, but it's up to you to discover the remaining traps, snares and game bonuses.



## Gems

These are the crystal gems which IMBU used to trap BAU, BAM and BOM's little friends. There are different colored gems and striking them with the right character color can destroy them. They might give you a bonus!



## Exit Door

This is the door that allows you to go to the next level. Watch out, it is not always immediately visible. Once you have saved all the little beings in the level, the door opens and you will be able to exit.







## Color Changer

Magic energy that makes your Bamamo change color is contained here. IMBU left them in the different levels so that he would be able to open the crystal cells again. He never imagined he'd have to face our three heroes!

When you touch these they make you change color, so you will be able to strike the gems of the corresponding color and free all the trapped beings.



## Death Skull

That spoilsport IMBU is always up to something to make your life difficult! These are the guardians he left in the levels. If you touch them you will lose one life. Avoid the skulls!

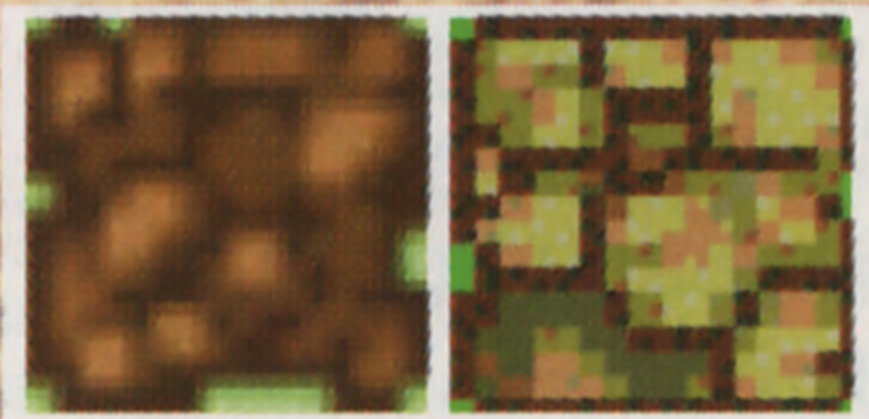


## Wall

You can bounce on it but you cannot destroy it. Therefore, do not bounce on it repeatedly, it is useless. Try to bounce on them to make bouncing paths which allow you to break a number of gems with just one strike and avoid the perfidious death skulls, IMBU's guardians!!!







## Wall

You can destroy the first one with two strokes and the second one with just one stroke. To reach some gems it is often necessary to open passages between these blocks, but you must be careful! Under these blocks you could find bonuses and Death Skulls as well as keeping a good watch on the gems that **YOU MUST NOT TOUCH!!!**



## Gem Wall

Gems are hidden inside some rocky blocks. You will be able to release some inhabitants of the ancient planet only by breaking the rock covering these crystals.



## Wall

It is a very solid rocky block! Bau and Bom's efforts cannot destroy it. Only Bam will be able to make a clean sweep of these blocks.







## Wall

These items frequently block something you need to get or somewhere you need to go. They can be moved by striking them with the corresponding color.

## Bonuses

### Arcade Mode

In the Arcade Mode there are bonuses that you receive once you have reached a prearranged number of the following items.

30 Shells = 10,000 points

20 Eggs = Adds 1 life.

15 Stars = Restores all the time.







## Egg

There are different colored eggs that give 1-5 points in the eggs counter, depending on the color. Collect 20 egg points to receive an extra life.



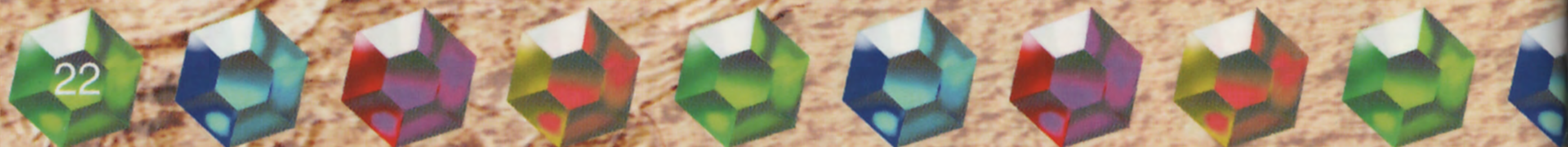
## Shells

Everyone has picked up beautiful shells along the beach, right? Then, go for it, take them! They give you points. Collect 30 shells to receive 10,000 points.



## Stars

There are different colored stars, pick them up and you will get 1-3 points in the Star counter. Collect 15 stars to restore all your time on the clock.





# Story Mode

In the Story Mode there are two different kinds of bonuses: those you find underneath the Gems and ones underneath the Fragile Blocks. In the first case, bonuses can be of a different type and offer advantages or disadvantages to the player. In the other case you only find low score bonuses.

## Bonuses underneath the Gems



### Bomb

Once you see a bomb, bounce on it immediately, it will help you to set your friends free. If you get it, it will destroy all the gems and fragile blocks in the next Zone.



### Multi Color

The real “chameleon treatment”! For a few seconds our heroes will continuously change color and be able to destroy any gems in the Level







## Field Potion

This is a magic potion that will make our heroes invincible only for few seconds!



## Life

You get a life. Yeah !



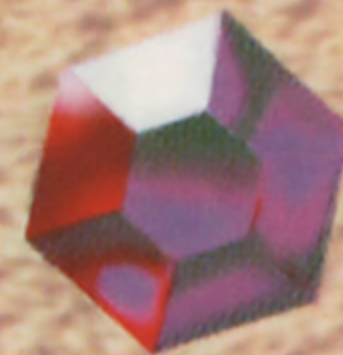
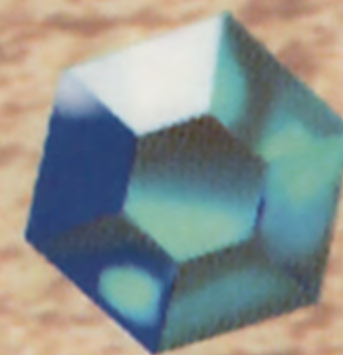
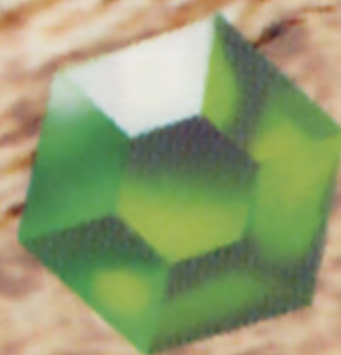
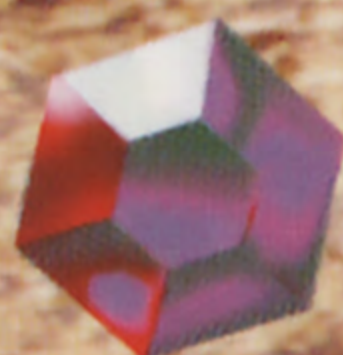
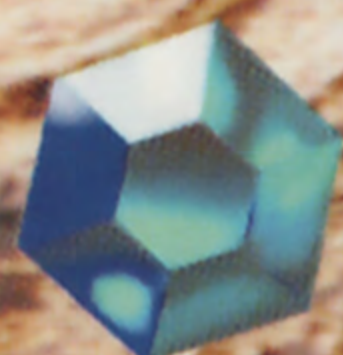
## Hard Block

This makes the metal barriers fall on the irritating Death Skulls. Thus you can bounce on them for just a few seconds, without losing a life.



## Treasure

You can also find treasure boxes underneath the fragile blocks, and by opening them you see there is a lot of precious treasures that will help you add to your Hi Scores. But be careful, sometimes you could also find unpleasant surprises in there!





# Credits

## Concept and Design by Frame Studios Interactive

Programmer  
Graphics

Music and SFX  
Special Assistance  
Special Testing  
Mascot

Marco Pacifico  
Massimiliano Calamai  
Sergio Rocco  
Nicola Tomljanovich  
Francesco Pischedda  
Tania De Pellegrin  
Black

## Published by Metro 3D

Producer:  
Sales and Marketing:

Baldwin Yen  
Joe Morici  
Corey Tresidder  
Tony Abiog  
Lisa Mandile  
Eva Chiu

Operations:

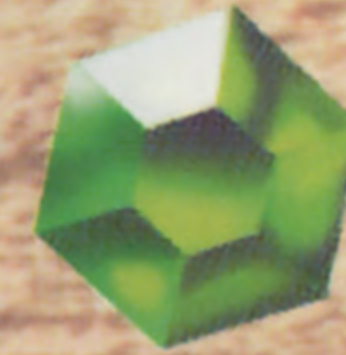
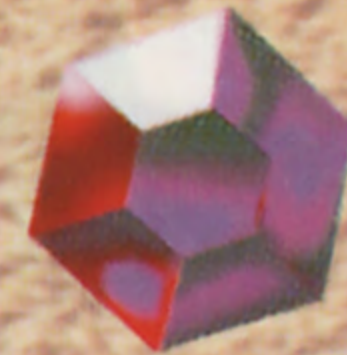
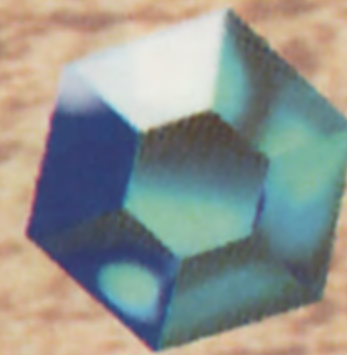
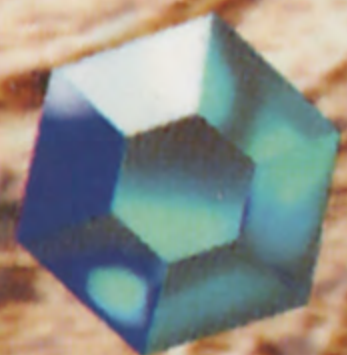




Creative Services:  
Business:

Kim Chang  
Laura Lee  
Shaun Tsai  
Stephen Lin  
Joey Hu  
Winnie Lo  
Eric Chiu  
Giancarlo Cappozzoli  
Brian King  
Katherine Poon  
Yukari Komatani  
Robert Mally  
Saeed Goraya  
Ed General  
Juan Henriquez  
Rob Martin  
Kevin Lee  
Lance Thibodeau

QA Manager:  
Testers:





# Notes

---

---

---

---

---

---

---

---

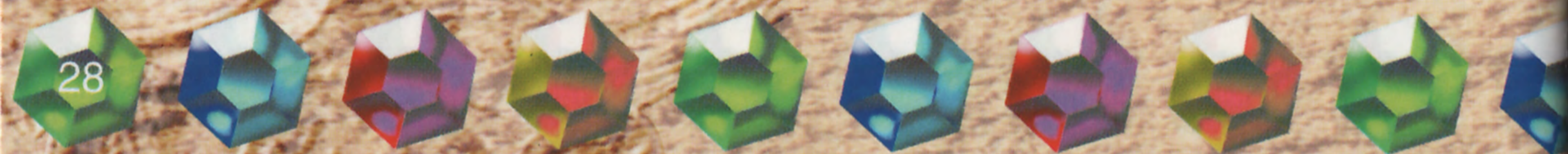




# Warranty

COKeM International, Ltd. warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, COKeM International, Ltd. will repair or replace the product at its option, free of charge. This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to the defective materials or workmanship. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below:

**COKeM International, Ltd.**  
**865 Xenium Lane North**  
**Plymouth, MN 55441**





## **METRO 3D, INC.**

12 South First Street  
10th Floor  
San Jose, CA 95113

©2002 Metro3D, Inc. All Rights Reserved. Game Software ©2002 Frame Studios Interactive. All Rights Reserved. Gem Smashers, the Gem Smashers logo, Metro3D and the Metro3D logo are registered trademarks of Metro3D, Inc. Frame Studios and the Frame Studios logo are trademarks of Frame Studios Interactive.







Dual Blades © 2002 Metro3D. All Rights Reserved. Dual Blades, Metro3D and the Metro3D logo are trademarks of Metro3D, Inc. Developed by Vivid Image. Game Software © 2002 Vivid Image Developments Ltd. Vivid Image and the Vivid Image logo are trademarks of Vivid Image Developments Ltd. Defender of the Crown and Wings © 1985-1991, 2002 Cinemaware, Inc. Defender of the Crown and Wings are trademarks of Cinemaware, Inc. All Rights Reserved. The Three Stooges, is a registered trademark of C3 Entertainment, Inc. The Three Stooges, characters, names and all related indicia are trademarks of C3 Entertainment, Inc. All Rights Reserved. Licensed by Global Icons, LLC, 3679 Motor Ave., Suite 200, Los Angeles, CA 90034. Aero the Acrobat © 1993-2002 David Siller. All Rights Reserved. Developed by Atomic Planet Entertainment and David Siller. Aero the Acrobat, Dual Blades, Wings and Defender of the Crown published and distributed exclusively under license by Metro3D. Nintendo, Game Boy, Game Boy Advance and the official seal are trademarks of Nintendo. © 2001 Nintendo. All Rights Reserved.



**Metro3D**  
**METRO3D, INC.**  
 12 SOUTH FIRST ST.  
 10TH FLOOR  
 SAN JOSE, CA 95113  
 PRINTED IN JAPAN